

# Sniper Hunt

a Red BPN by KLForbes

SCL: 10  
Colour Code: Red  
Department: Shivers  
Training Package: Any  
Bonus: 200 credits/Op  
Coverage: Third Eye News

DarkNight sniper team has been reported in area, eliminate with extreme prejudice. Proof of kills must be obtained for payment and BPN completion.

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## Objectives:

Kill DarkNight sniper team in area.

## Details:

DarkNight sniper team consists of 2 Snipers, 2 Spotters, and 2 Lookouts. They have split into two fire teams consisting of 1 of each.

They will take shots when they can, as soon as the Operatives start after them, they will start running, fighting when they get the chance.

These DN Operatives know the area and have even setup a few traps to help them escape, they are not in this fight to win it, only to cause some damage and chaos. They are NOT targeting civilians, but will happily target SHIVERS and Operatives.

Have them move from building to building, rooftop to rooftop. If they make it away from the Operatives, they will be able to escape into the sewers (of course, the Operatives are welcome to follow them!).

## STATS:

	Sniper	Spotter	Lookouts
STR	7	6	7
DEX	8	7	8
DIA	7	7	7
CONC	7	6	6
CHA	5	5	5
COOL	6	6	7

Sniper Hunt

PHYS	7	6	7
KNOW	7	6	6

Skills:

Sniper		Spotter		Lookout	
Unarmed Combat	4	Unarmed Combat	4	Unarmed Combat	4
Pistol	4	Pistol	4	Pistol	4
Rifle	5	Rifle	2	Rifle	4
Blade, 1H	3	Blade, 1H	4	Blade, 1H	3
Sneak	5	Sneak	5	Sneak	5
Hide	5	Hide	5	Hide	5
Running	4	Running	4	Running	6
Auto/Support	3	Auto/Support	3	Auto/Support	5
Detect	5	Detect	6	Detect	5
Streetwise	4	Streetwise	4	Streetwise	6
DarkNight Info	3	DarkNight Info	3	DarkNight Info	3
SLA Info	3	SLA Info	3	SLA Info	3

Gear:

All 6 of the DN Operatives are wearing Flak Jackets (PV: 4, ID T8 A4 L4) and carrying DN74 Pistols (Clip 20, CAL 10mm, ROF 3/1, RCL 3, RNG 12m) and DN Combat Knife (PEN 0, DMG 2, AD 1), headset communicators and 2 doses each of Kickstart.

The Snipers are also carrying the DNC22 rifle (Clip 6, CAL 10mmR, ROF 1, RCL 4, RNG 250m) complete with Telescopic sight, silencer, flash suppressor and bipod.

The Spotters are carrying DN80 SMGs (Clip 40, CAL 10mmP, ROF 5/1, RCL 7/1, RNG 15m), binoculars with internal range finders.

The Lookouts are carrying DN100 Battle Rifles (Clip 25, CAL 10mmR, ROF 5/1, RCL 8/2, RNG 20m) with laser painter, Nava-map, 2 smoke grenades and detonator (for booby traps).

The teams have setup escape routes that have been booby trapped with IEDs. Each trap will have (BR 4, PEN 2).

Both teams are moving east towards CS1, SLA Info (Diff 6) will reveal that there is a sewer entrance not too far, Rival Company Info (Diff 5) will verify that is the probable route of escape.